Acclaim
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Masters of the Game
71 Audrey Avenue, Oyster Bay, NY 11771

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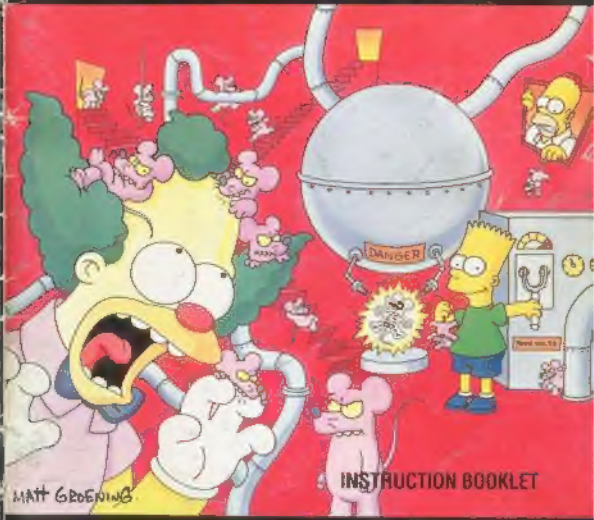
KRUSTY'S SUPER FUN HOUSE



INSTRUCTION BOOKLET

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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Aye carumba! Bart's super hero, Krusty the Clown, is in really bad trouble. Rats have invaded his Fun House.

Is it "sayonara, Krustyland"? No way, man! Bart, Homer, Sideshow Mel, and Corporal Punishment stand armed with the coolest rat traps ever... ever see a rat zapped with 20,000 volts or burst like a balloon?

WARNING KIDS: Do not try this at home. We don't advocate cruelty to real animals, only their cartoon equivalents.

All Krusty has to do is get the rats to the traps by moving blocks, connecting pipes, finding secret passageways, wrecking the floors and walls, and generally having a great time.

As for the slimy snakes slithering on the floors, the pink flying pigs bouncing around the sky, and the laser-firing aliens, Krusty'll show them some real fun with a barrage of custard pies.

So, before saw-toothed rodents ruin Bart's #1 fun house, and frankly outlandish creatures nail the man who put the "K" in komedy, play this game.

Krusty the Clown needs you... yes, you, you little...

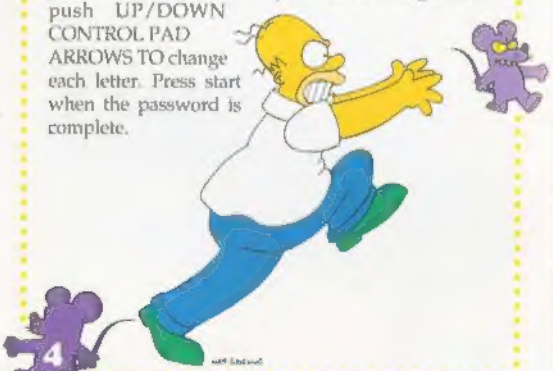
GETTING STARTED

LOADING

1. Make sure the power switch is OFF.
2. Insert KRUSTY'S SUPER FUN HOUSE game pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM manual.
3. Turn the power switch ON.

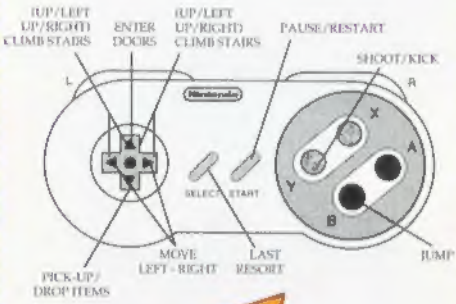
To start — push start once to get to the password and press start again.

To use a password and continue a game— Push start and using the LEFT/RIGHT CONTROL PAD ARROWS choose the letter you wish to change, then push UP/DOWN CONTROL PAD ARROWS TO change each letter. Press start when the password is complete.



THE CONTROLS

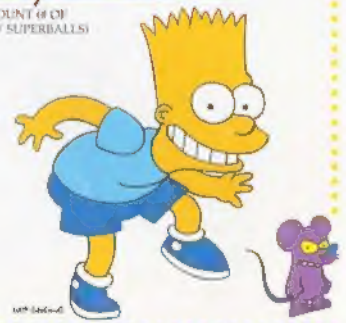
The controls are as follows:



Note: Using the LAST RESORT to get out of a level when you're stuck will cause you to lose 1 life.

ON THE SCREEN

All the game play information appears at the bottom of the screen as follows:

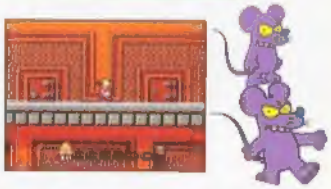


THE FUN HOUSE

— IT'S BIG, MAN!

Krusty's Fun House consists of 5 sections, with up to 14 levels each. When you first enter, you are in the main hallway. Each of the doorways leads to 1 of the 5 sections. Within each section, each wooden door leads to a different level.

Note: You must complete all the levels in each section before the door to the next section will open.



You can play the levels in a section in any order you want. However, there are some levels which are either blocked off or are down secret passages totally hidden from view. These can only be accessed by kicking a Magic Bonus Block which has to be found within another level.

To enter a door or doorway — move in front of it and press the UP CONTROL PAD ARROW.

When you complete a level (by getting the rats to the trap and safely returning to the door), you will automatically come back to the section hallway from which you started. You know you have completed the level if the door has a silver padlock.

There is ONE door in the hall which is always locked with a golden padlock. To open this door you must complete all the other levels. This special level has no rats. All you have to do is find the Magic Block which opens the grate in the Hall, allowing you out into the Main Hall so you can progress to the next section.

Once you have finished all the bonus levels, return to the section doorway and press the UP CONTROL PAD ARROW. You will automatically return to the main hallway with the way to the next section now open.

RAT TRAPPING

. . . GO FOR IT, KRUSTY!

Every level of the Fun House is infested with rats. Fortunately, though, on every level is one rat-decimating trap. Operating the traps are Krusty's most loyal followers, like Bart, virtual strangers, like Homer, and employees who have no choice, like Sideshow Mel and Corporal Punishment.

The challenge for Krusty is to get the rats into the traps. Not only are the pesky fur balls unable to climb anything more than a block high, they also get flung about by high powered blowers, fall into pipes, and drop through holes in the floor.

The only way to ensure a rat-free Fun House is to find items that help the rats over obstacles, through pipes, across holes, and safely to the their total elimination.

Blocks, Super Springs, Blowers, Pipe Sections, and Glass Jars can be used to cover holes, blowers, or pipe entrances and as a step up for rats and Krusty. (See KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE on page 18-21.)

To pick up any Item — move onto the item and press the DOWN CONTROL PAD ARROW.

To drop any ITEM — press the DOWN CONTROL PAD ARROW.

Note:

- **Not all items can be picked-up.**
- **You can only hold 1 Item at a time.**
- **All items can be stacked one on top of another or corner to corner to create a staircase.**

You can always tell which item you have, because it is shown on the item indicator at the bottom of the screen.

Once you have gotten the rats to the trap, get back to the door you entered to complete the level.

Note: Before leaving the level you might want to spend some time looking for Magic Blocks that might open secret passages.

MAGIC BONUS BLOCKS

To help you get the rats to the traps, increase your energy and points, Magic Bonus Blocks are scattered throughout the Fun House.

To obtain the bonus — stand facing the block and kick it by pressing the Y BUTTON.

Once kicked, the block will disappear and a bonus will briefly flash on the screen. (See KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE on page 18-21.)

SUPERBALL BONUS

Certain walls that lead to passages, block your path, or block the rats' path are made of Crumbling Blocks. You can remove them by stepping on them, or by hitting them with one or more SuperBalls.

To throw a SuperBall — press the Y BUTTON.

Note: You can only throw a SuperBall after you get a SuperBall bonus.

SECRET PASSAGE BONUSES

Some Magic Bonus Blocks, when kicked, explode and don't leave a bonus item . These are Secret Passage Bonuses. *Somewhere*, either in the level you are currently on or in the section hall, access to a new passage or a door leading to a bonus room will appear. Inside may be more Magic Bonuses or Items vital to getting the rats to the traps.

When you enter a bonus room you must collect all the tokens before the bonus room magic runs out and you are returned to the level. If you don't collect all the tokens you will be teleported back to the portal you came in through. If you collect all the tokens you will get a Krusty Doll, which gives you a bonus life, and on some levels you may also be teleported out to an otherwise inaccessible part of the level.

MAKING A CLOWN OUT OF KRUSTY... ENEMIES

Not only is the Fun House overrun with rats, there's also a whole bunch of weird creatures intent on pushing Krusty's pacemaker to the limit. If they hit him enough, Krusty tires, finally collapses exhausted, and you lose a life and must re-start the level. If you lose all your lives, the game is over.

To deal with these trouble making pests — you begin the game with 10 custard pies.

To throw a pie — press the Y BUTTON.

The number of pies you have remaining is shown at the bottom of the screen.

ENEMIES:

Enemy Point Values:
Section 1 100
Section 2,3 500
Section 4,5 1000

Venom Vipers — Slither along the ground spitting poisonous Venom Balls.

Pink Flying Pigs — Drift around the air trying to sit on you.

LaserAliens — Walk around shooting high-powered laser beams.

Giant Goofy Birds — Fly around pecking at you.

Note: Krusty's heart doesn't just take a pounding from enemies. Fall more than 2 screens length, and you're pretty much history.

TIME BONUS...

CRANKING KRUSTYS

A top-ranked entertainer like Krusty does not have time to waste, so keep up the pace around the levels. There's no penalty for taking it easy, but there's certainly a big bonus for coming in ahead of schedule!

PASSWORD...

THE FUN KEEPS GOING

Successfully finish a section of the Fun House and you will see a password. Copy it down carefully. It allows you to re-start the game at another time from the end of the last section completed.

To use your password, load the game pak as described in GETTING STARTED on page 4. When you see the KRUSTY'S SUPER FUN HOUSE title screen, press start to go to the password entry screen.

To enter your password — using the LEFT/RIGHT CONTROL PAD ARROWS choose the letter you wish to change, then push up/down to change each letter. Press start when the password is complete.

TIPS

❑ Use the Blocks, Super Springs, Blowers and other Items to help you jump higher. Often the first Item you find may be there just to help you reach other Items.

❑ Get right next to Items and Magic Bonus Blocks that must be kicked. Pressing the Y BUTTON will throw a custard pie or a SuperBall.

❑ The rats can get separated. Make sure you get *all* of them to the trap.

❑ It's a close call, but in athletic prowess even Homer has the edge on Krusty. However, speed is the key on levels where you may have to use the same item more than once to round up the rats.

KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE:

OBJECT	NAME	FUNCTION
ITEMS:		
	BLOCK	Step for rats or Krusty to climb on.
	KICKABLE BLOCK	Moved it by standing next to it and pressing the B BUTTON.
	SUPER SPRING	Helps Krusty jump higher. **Note:** Not all Super Springs can be picked up. Can only be picked up when you're standing still on it.

OBJECT	NAME	FUNCTION
ITEMS:		
	BLOWER	Blows rats in whichever direction it faces. **Note:** Not all Blowers can be picked up.
	PIPE CORNER	Joins 2 pipes at right angles to each other.
	STRAIGHT PIPE	Fills missing pipe pieces. Extends pipe length.
	GLASS JAR	First rat on it falls in, allowing you to pick it up and move jar and rat anywhere. Once 1 rat inside, acts as step for other rats.

To release a rat caught in the jar — stand next to the jar and press the B BUTTON.

OBJECT	NAME	FUNCTION
MAGIC BONUS BLOCKS:		
	MAGIC BLOCK	Contains 1 of the 7 bonuses below, OR opens a secret passage.
	KRUSTY'S BAG OF TRICKS	10 Points
	KRUSTY MUG	20 Points
	KRUSTY HOOTER	50 Points
	KRUSTY DOLL	Free Life (Maximum of 9)
	KRUSTY BURGER	Bonus Health

OBJECT	NAME	FUNCTION
	KRUSTY POTATO CHIPS	Bonus Health
	KRUSTY SHAKE	Bonus Health
	PIES	Gives you 10 pies.
	SUPER-BALL	Gives you 5 SuperBalls to knock down crumbling block walls.
OTHER STUFF:		
	CRUMBLING BLOCK	Crumbles when stood on or hit by a SuperBall.
	RAT	The fur ball to be found, moved, and disposed of.

CHAOS IN KRUSTYLAND

Krusty the Clown is in worse trouble than ever before — except maybe when he was headed for the slammer, or that time he broke his poor father's heart — and you're his only hope. Get rid of the rats. Sling some pies. Find the secret passages. Save Springfield's premier tourist attraction. Or it's good-bye, Krusty. So long Krustyland... and no chance to see a rat turned to goop in the neatest, grossest rat traps ever.

NOTES:

NOTES:

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

RETURNS AFTER WARRANTY - To replace defective media after the ninety(90) day warranty period has expired, send the original cartridge to Acclaim at the address below via UPS or registered mail. Enclose a statement of the defect, your name, your return address, and a check or money order for $20.00.

Acclaim Entertainment, Inc.
Consumer Service Dept.
71 Audrey Avenue
Oyster Bay, NY 11771

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the Super NES away from the receiver
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No.004-000-00345-4.

Acclaim Hotline (516) 624-9300

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